User's Manual

Version 4.1 - December 2011

Xedio Browse

Xedio

From Xedio Suite

EVS

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What's New?

The following table describes the sections updated to reflect the new and modified features on Xedio Browse from Xedio Suite 3.02 and 4.01 (compared to Xedio Suite 3.01).

In the user manual, the icon

has been added on left margin to highlight information on new and updated features.

Click the section number (or the description) in the table to jump directly to the corresponding section.

Section	Description
1.2.5	Possibility to hide or display the various window panes individually.
3.1.1	A Today tab is automatically added to the Saved Filters. It corresponds to 'creation date = today'.
3.1.3	Quick Text search can now be applied together with an advanced filter, with an AND operator.
3.1.3	Filter Fields: The most relevant parameters are listed on the top of the list.
3.1.3	Search Fields Types: logical operators now replace text.

1. Introduction

1.1 PURPOSE

The Xedio Browse application allows a user to browse and preview media within a Xedio Suite environment.

The supported media can be either data already imported into the Xedio Suite or files currently being ingested into the system as a 'live feed'.

With Xedio Browse, the media can be segmented into several 'virtual media'. This can be useful, for example, to break down a single news feed including multiple stories into several sections each containing an individual story. In the case of a football match, virtual media can be produced with the goals or highlights directly from the incoming feed.

Multiple virtual media can be created from the same source.

The virtual media does not require any splitting of the original file as it is only made of markers placed on the original media file. There is no new media file created.

Specific metadata can be assigned to each virtual media.

1.2 USER INTERFACE

1.2.1 OPENING XEDIO BROWSE

To start the Xedio Browse application, click on the **Xedio Browse** icon on the desktop.

This will display a login screen where you need to enter your username and password.

1.2.2 OVERVIEW OF THE XEDIO BROWSE WINDOW

The Xedio Browse graphical interface consists of three main areas, besides the Menu bar. They are highlighted on the following screenshot and shortly described in the table below:

Area		Description
1.	Player Pane	This is used to play media loaded from the Tabs pane or virtual media loaded from the Virtual Media pane. The Player pane is used together with the Tabs pane to create virtual media.
2.	Tabs Pane	The Tabs pane contains two tabs. The Media tab displays the list of media available in the Xedio database. This is used to select the media to load in the Player pane. It has the same powerful filtering and search attributes as other parts of the Xedio Suite of applications allowing to easily find the required material. The Virtual Media Properties tab displays the properties and metadata of the media, or virtual media, loaded on

		the Player pane. This is also used to create virtual media within the original file and assign it specific metadata.
3.	Virtual Media Pane	The Virtual Media pane gives the list of the virtual media created from the original file selected in the Media tab.

1.2.5 WINDOW PANES DISPLAY

Users can adapt the layout of the Xedio Browse window. The different panes can be hidden either by clicking the cross at the top right corner of each pane or by selecting one of the options of the View menu: Player, List area (Virtual Media pane), Work area (Tabs pane). The hidden pane(s) can then be displayed by selecting the corresponding option of the View menu. Seven layouts are available:

- Player + Tabs pane + Virtual Media pane
- Player + Tabs pane
- Player + Virtual Media pane
- Tabs pane + Virtual Media pane
- Player only
- Tabs pane only
- Virtual Media pane only

The different panes can be resized.

1.3 PROCESS OVERVIEW

The use of Xedio Browse can be summarized as follows:

Step		See ...
1.	Select a media from the Media Tab of the Tabs Pane.	Section 3.1 on page 14
2.	Load it on the Player Pane	Section 2.3.5 on page 12
3.	Create a virtual media from the loaded media	Section 3.2.2 on page 27
4.	View the list of virtual media associated to a media	Section 4 on page 29

2. Player

The Player is used to load and play media or virtual media and to create virtual media.

2.1 OVERVIEW OF THE PLAYER PANE

The Player pane provides a video display, a media bar and a jog bar to navigate within the element, video and audio selection and monitoring buttons, transport buttons and timecode fields. It slightly differs according to the element loaded.

When a media is loaded from the Tabs pane, it looks as follows:

When a virtual media is loaded from the Virtual Media pane, the Player pane looks like the following screenshot:

2.2 VIDEO DISPLAY OF THE PLAYER

When you right-click on the Video Display area of the Player pane, a contextual menu appears. This gives display options for the video:

Option	Description
Show Timecode	This option offers four choices to display timecode on the Player window: None — does not display any timecode

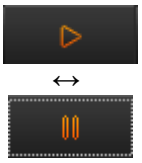
Option	Description	
	Intra TC	displays the original timecode of the media
	Start TC	displays a counter starting with 0 at the first frame of the media
	Both (Intra TC – Start TC)	displays both the counter and the original timecode
Aspect Ratio	This option offers a choice of aspect ratios for the display:	
	Auto	uses the aspect ratio (AR) information stored in the database
	4:3	sets the display AR to 4:3 without replacing database information
	16:9	sets the aspect ratio to 16:9 without replacing database information
Show SafeAreas	This option displays a safe area cage on the window to determine which areas of the picture will be seen. This allows to check the size of graphics within the media for a safe display.	

2.3 PLAYER CONTROLS

2.3.1 PLAYER TRANSPORT CONTROLS

Please refer to the Xedio Manager user manual for a comprehensive list of the shortcuts.

CONTROLS COMMON TO MEDIA PLAYER AND VIRTUAL MEDIA PLAYER

Operation	User Interface Button	Shortcut
Play and Pause		
Play Near Live a media while ingesting (digitizing)		

Operation	User Interface Button	Shortcut
Go to Start of Media		
Go to End of Media		

CONTROLS SPECIFIC TO THE MEDIA PLAYER

Operation	User Interface Button	Shortcut
Fast Forward		
Fast Rewind		
Goto Next Frame		
Goto Previous Frame		

CONTROLS SPECIFIC TO THE VIRTUAL MEDIA PLAYER

When a virtual media is loaded on the Player, the four lower transport buttons become trim buttons for the IN and OUT points of the virtual media:

Note

If the loaded virtual media is declared as published or the original media is declared as treated, you will not be able to use those four buttons.

Operation	User Interface Button
Remove 1 frame from Mark IN point	(grey)
Add 1 frame to Mark IN point	(grey)

Operation	User Interface Button
Remove 1 frame from Mark OUT point	(red)
Add 1 frame to Mark OUT point	(red)

2.3.2 TIMECODE VALUE FIELDS

Three Timecode Value fields are displayed under the Transport buttons.

Area	Description
1.	**Media Start Timecode** (first recorded frame), even if a virtual media is loaded
2.	**Current Timecode** position (nowline)
3.	**Media End Timecode** (last recorded frame), even if a virtual media is loaded.

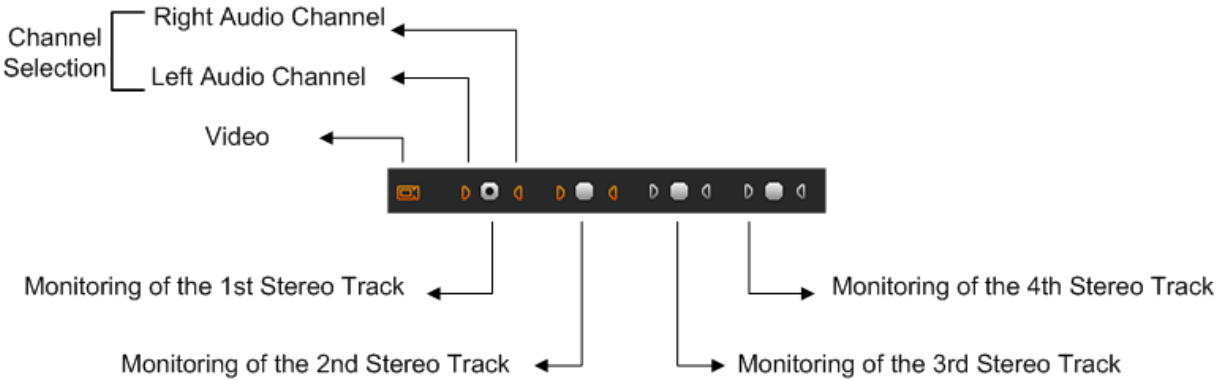
2.3.3 VIDEO AND AUDIO MONITORING TOOLS

When a media is loaded on the Player pane, the video and audio tracks to monitor can be selected using the buttons underneath the Video Display.

OVERVIEW

All the available audio sources from a media are displayed below the Player.

The video and audio track buttons are represented as follows:


Channel Selection
Right Audio Channel
Left Audio Channel
Video
Monitoring of the 1st Stereo Track
Monitoring of the 2nd Stereo Track
Monitoring of the 3rd Stereo Track
Monitoring of the 4th Stereo Track

A stereo track is represented by .

A 5.1 track is represented by

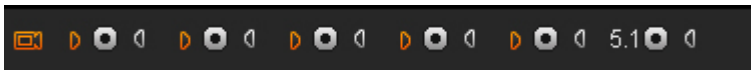
In stereo mode, up to 8 tracks appear as follows:

(8 stereo)

(4 stereo)

In 5.1 and stereo mode, up to 16 channels can be shown as follows:

(two 5.1 tracks and two stereo tracks)

 (one 5.1 track and six stereo tracks)

VIDEO AND AUDIO SELECTION

Clicking on the Video button will remove the video from the Player window. The displayed button will turn to white.

Clicking on the left or right triangle of an audio stereo track will disable respectively the left or right channel of the corresponding audio track. The displayed button will turn to white.

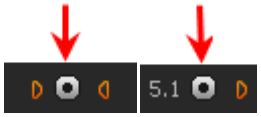
A 5.1 audio track is disabled by clicking the loudspeaker button on the right of the radio button

The table summarizes how the icons look like depending on the selection:

	Enabled	Disabled
Video		
Audio		

AUDIO MONITORING SELECTION

The radio buttons between each pair of stereo audio channel buttons or next to a 5.1 audio channel button allow the selection of one audio track for monitoring:



AUDIOMETERS

A set of audiometers are displayed on the right side of the Video Display. The number of audiometers differs according to the audio track selected: 6 for a 5.1 track, 2 for a stereo track.

2.3.4 MEDIA AND JOG BARS

JOG

The **lower area** is the jog bar.

Dragging the jog bar allows you to move within the media at a variable speed, shown on the icon, depending on:

- the position of the speed indicator
- the speed range covered by the jog area. The default range is set from -2 to +2 in Xedio Manager but can be modified.

Audio can be heard when using the jog.

MEDIA BAR

The **upper area** of the bar represents the whole original media of the element currently loaded in the Player window.

When a media is loaded:

When a virtual media is loaded:

The **vertical lines** represent the different positions:

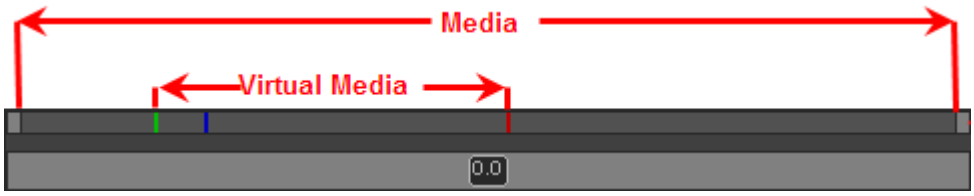
Line color	Meaning
Green line	Mark IN point (only visible when a virtual media is loaded)
Red line	Mark OUT point (only visible when a virtual media is loaded)
Blue line	Current position within the media (Nowline)

All of these lines can be moved to a new position by selecting them with the mouse and dragging them to the desired position.

The **middle area**, represented by a dark grey zone, is a shuttle control. This zone shows the portion of the media out of the whole media included in the top area and the position in the whole media:

When a media has just been loaded, the top area represents the whole media: The dark grey area represents the whole media and covers the whole space in the middle area.

When a virtual media has just been loaded, the top area represents the whole media. The dark grey area represents the whole media and covers the whole space in the middle area.



- A double-click on the dark grey area will toggle the portion covered by the upper area from the entire media length to the virtual media length (between Mark IN and Mark OUT). The dark grey area is reduced to represent the virtual media length and position with regard to the whole media.

- If you click on the dark grey area and drag it, you shift the portion of media included in the top area. The dark grey area is enlarged or reduced accordingly.

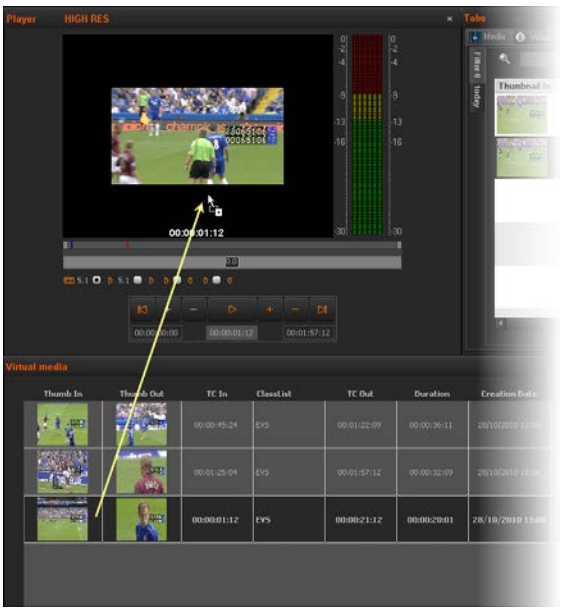
In this case, if the portion of the upper area covers only a part of the media, the nowline may disappear. Then, a red indicator, on the left side or on the right side of the media bar will be displayed.

A click on that indicator will focus on the nowline.

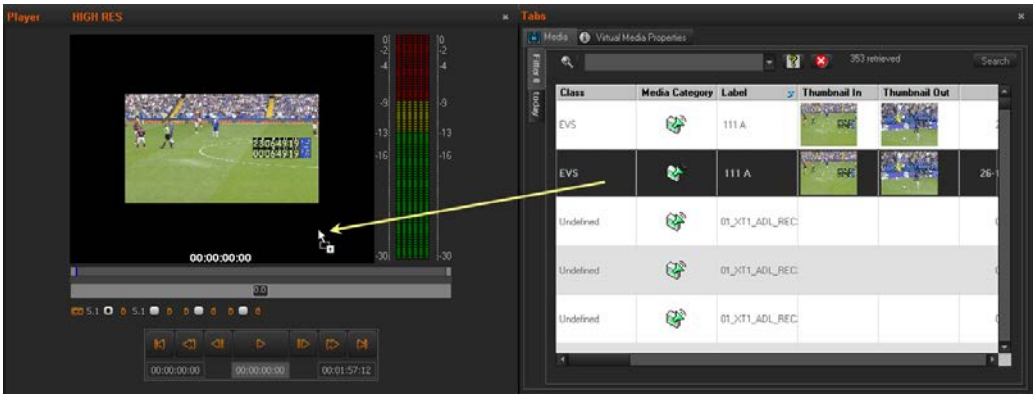
2.3.5 LOADING MEDIA ON THE PLAYER WINDOW

You can proceed in different ways to load a media or a virtual media on the Player:

- Drag the virtual media from the Virtual Media pane to the Player window:



or Drag the media (or the virtual media resulted from a search) from the Media tab to the Player window:



- From the Media tab, double-click the media to load

  or

  from the Virtual Media pane, double-click the virtual media to load.

At the same time, the Tabs Pane will switch to the **Virtual Media Properties** tab.

2.3.6 PLAY MEDIA IN THE ADDITIONAL PLAYER

It is also possible to load media or virtual media on an additional Player window. To do so, right-click on a media or virtual media and select **Play** from the contextual menu. The media or virtual media cannot be modified using this player but can be viewed while another piece of media is still loaded within the Player pane.

To start or stop the playout, click within the video area of the window or press the Space bar.

The Media and Jog bars at the bottom of the window can be used as in the Player pane. Refer to section 2.3.4 'Media and Jog Bars' on page 10.

The video and audio tools can be used as described in section 2.3.3 'Video and Audio Monitoring Tools' on page 9.

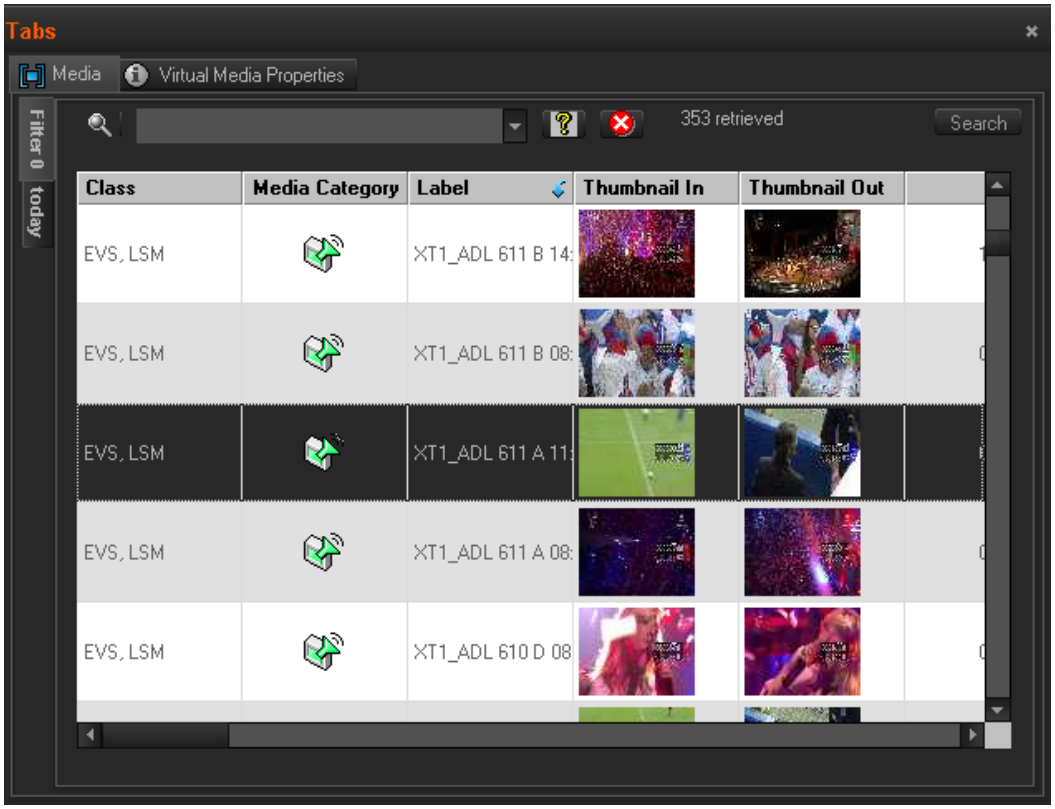
3. Tabs Pane

The Tabs pane consists of two tabs: the Media tab and the Virtual Media Properties tab.

3.1 THE MEDIA TAB

The Media tab is used to select the media to manage.

3.1.1 OVERVIEW OF THE MEDIA TAB



The upper part of the Media tab gives access to the different filters which can be applied to the media list.

New!

At least two tabs exist on the left of the Media tab.

- The Filter 0 tab: The element list displays the list of all media present in the database, or it returns the result of a search applied to the list.
- The Today tab: the element list shown the media with 'creation date = today'.

Additional tabs are displayed when the users have saved filters applied to the database. Refer to section 'Using Saved Filters' on page 24 for more details.

Media items are displayed in columns.

3.1.2 MEDIA LIST AREA

DISPLAYED COLUMNS

It is possible to re-arrange the columns order, and to add or remove some columns.

Right-clicking on any of the column headings displays a contextual menu. The Choose Displayed Columns option opens the Select Visible Columns window allowing you to choose the columns you want to be displayed in the element list.

Please see the section 4.2.3 'Glossary of Column Headings' on page 30 for detailed information on the column headings available.

The column width and order can be adjusted using standard computer commands and drag and drop techniques.

MEDIA LIST CONTEXTUAL MENU

A contextual menu is available when you right-click on a media item in the list:

Menu Item	Description
Published State	Allows the selection of a sub-menu to change the publish state of the media between Published and Not Published. A published media will be displayed in the database lists of all the software and thus available for use.
Treated State	Allows the selection of a sub-menu to change the treated state of the media between Treated and Not Treated. A media can be set as treated when virtual media have been created from this media in Xedio Browse.
Play	Opens a new Player window to allow the media to be browsed. Refer to section 'Play Media in the Additional Player' on page 13 for more information.
Render List	Opens the Render List window listing all types of rendering that have been done with the media.
Archive History	Opens the Archive History window listing the archive and restore processes that were achieved for the selected media.
View Properties	Opens the Media Properties window which shows the properties for the selected media. If a default metadata profile has been defined for the media, a metadata tab is displayed and allows to modify the media metadata values.

3.1.3 SEARCHING THE DATABASE

INTRODUCTION

When the database contains large amounts of data, it may become difficult to find a specific element. The Xedio Suite offers several ways to speed up your search:

- quick text search
- filters on parameters

By default, the columns that are taken into consideration for the Quick Text Search are the ones currently visible in the grid.

If you wish to search in other columns, and view the string you are searching for in the columns, you can:

- add other columns to the element list view
- use Filters, as explained in section 'Advanced Filters' on page 18

These search tools are explained in detail below.

New!

Quick text search and filters on parameters, as well as several filters on parameters, can be combined and saved for later use. All the criteria must be met in the results list (an 'AND' operator is applied). These **Saved Filters** can then be applied in one click.

QUICK TEXT SEARCH

Introduction

The **Quick Text Search** field is always available on the top of the database content list:

It allows searching for a string in the displayed columns.

The Quick Text Search option obeys specific rules which can be accessed via the **Help** button next to the **Quick Text Search** field.

For more details on these rules, refer to the section 'Quick Text Search Rules', on page 17.

How to Perform a Quick Text Search

To perform a Quick Text search, proceed as follows:

1. Show the columns you wish to perform a quick search on.
2. Type a search string in the **Quick Text Search** field, based on Quick Text search rules available from the **Help** button and detailed in section 'Quick Text Search Rules' on page 17.

3. Depending on whether the AutoRefresh Filtering setting is selected or not, you may have to press the **Search** button to apply the Quick Text Search. Refer to the tab Software > Parameter Profiles > General > General.

   The Quick Text Search is applied and the search result is displayed in the grid.

4. To clear the applied Quick Text Search, click the red "X" icon to the right of the search field or select **<empty>** from the **Quick Text Search** field.

5. The **Quick Text Search** field is a combo box that gives access to the last 10 previously searched strings.

   Select a filter from the list of the **Quick Text Search** field to apply a previous search.

Quick Text Search Rules

The string that you enter in the **Quick Text Search** field is analyzed according to the following set of rules, which can be accessed via the **Help** button next to the **Quick Text Search** field.

The free text search is not a case sensitive operation.

Search String	Search Result
Yellow card	Searches for the strings '*yellow*' **and** '*card*', even if in two different fields (columns), for example '*yellow*' in Name and '*card*' in Keywords. For example a clip named '*The Yellow Man*' with keywords '*Red Card*' will be found, since it has yellow and card in 2 different fields.
"Yellow card"	Searches for strings containing '*Yellow card*'.
Yellow | card	Searches for '*yellow*' **or** 'card', even if in two different fields (columns), for example '*yellow*' in Name or '*card*' in Keywords. Spaces around the **|** sign are mandatory.
yell*	Searches for '*yell*' at the beginning of a string.
*low	Searches for '*low*' at the end of a string.
Ye*low	Searches for strings with '*ye*' at the beginning and '*low*' at the end.

Search String	Search Result
Ye*low 123	Searches for strings with '*ye*' at the beginning and '*low*' at the end and which contains '*123*'.
=card	Searches for a string exactly equals to '*card*'. For example, if a field contains '*yellow card*', the **=card** condition will not return any result.
="yellow card"	Searches for a string exactly equals to '*yellow card*'. The use of quotes is required due to the space between '*yellow*' and '*card*'.

ADVANCED FILTERS

Filters are available for more detailed search operations from the Filter 0 tab. The parameters available for filtering operations are the column headings and any metadata associated by the user.

New!

From the Today tab, the filter 'creation date = today' is automatically applied.

Filter Activation

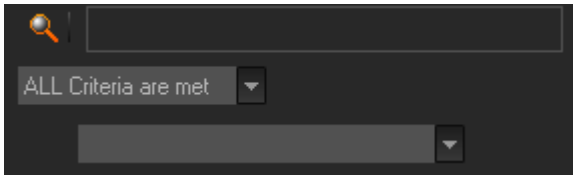
Show/Hide Filter Button

To display, or hide, the Filter extended area, click the **Show/Hide Filter** button over the grid.

Filter Button Display	Meaning
(dimmed)	The **Show/Hide Filter** button is dimmed when all filter criteria are hidden. Consequently, the filters are inactive.
(red)	The **Show/Hide Filter** button is red when the filter extended area is visible, even if no filtering criterion is applied.

Filter Extended Area

The Filter extended area is as follows:



The first field under the **Show/Hide Filter** button lists three options for the combination of criteria to be taken into account during the filtering operation.

The second field is a filter field allowing the users to select a first filter parameter.

Criteria Combination

The available options are detailed in the table below:

Option	Meaning
ALL criteria are met	All the criteria selected in the **Filter** fields displayed under the **Criteria Combination** field must be met. The media displayed in the results list fulfill all the selected filter criteria.
ANY criteria is met	At least one of the criteria selected in the **Filter** fields must be met. The media displayed in the results list fulfill at least one of the selected filter criteria.
NO criteria is met	None of the criteria selected in the **Filter** fields displayed under the **Criteria Combination** field must be met. The media displayed in the results list fulfill none of the selected filter criteria.

Filter Fields

Under the **Criteria Combination** field, the users will be able to select as many filter parameters as they want and to choose specific value(s) for these filter parameters. The use of **Filter** fields is explained in the next section.

Filter Fields

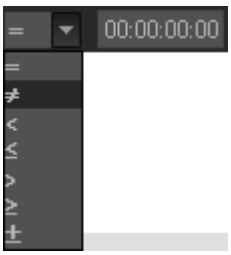
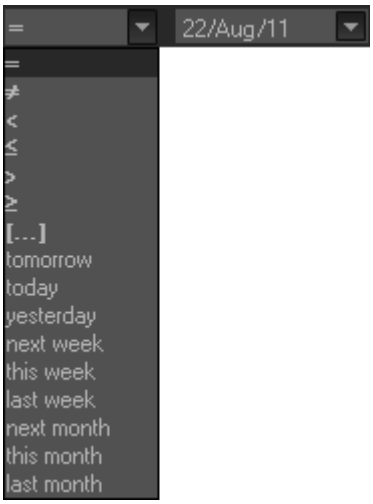
The **Filter** field provides the list of all the parameters on which a search can be performed. The following screenshot is an example of such a list. The options may differ between the applications of the Xedio Suite. Most relevant parameters are listed at the top of the list, then, all the other fields are displayed in alphabetical order.

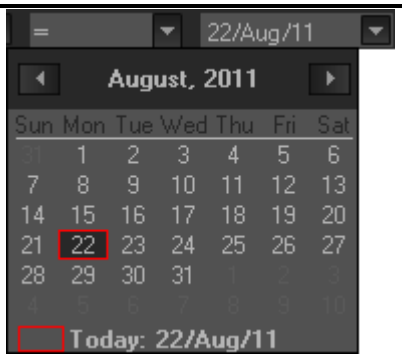
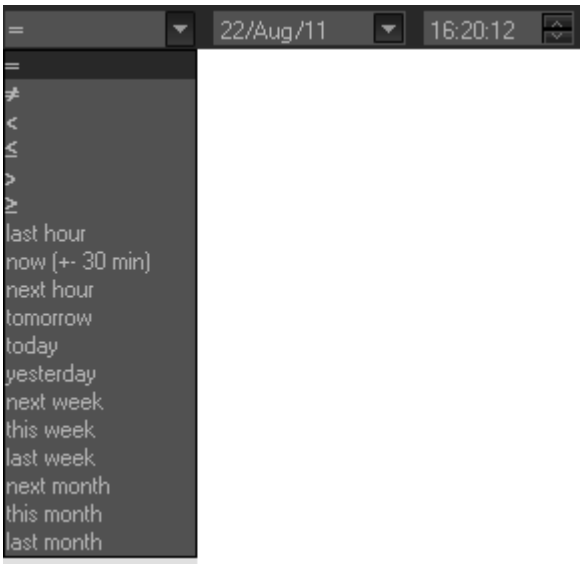
Once a parameter has been selected, an entire line is displayed.

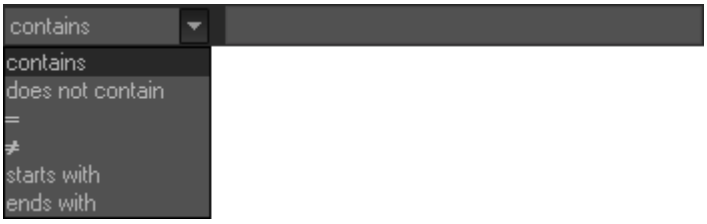
Interface Element	Description
1	Selected filter parameter.
2	Various fields used to enter the filter criteria. Refer to section 'Search Fields Types' on page 21.
-	Used to remove the corresponding filter line.
+	Used to add a new filter line.

Search Fields Types

According to the selected filter parameter, different types of search fields will be displayed. They are detailed in the table below.

Filter Parameter Type	Displayed Criteria Fields
Timecode or Duration Parameter Such as TC IN, TC OUT, Duration...	 Select a logical operator in the first field and then enter a timecode or duration value in the second field.
Range Such as Timecode Range	 Select an option from the first field and then enter a timecode value. This will include, or exclude, media containing the specified timecode value.
Date Such as Creation Date	Several Date Search filters exist. They are described below. a. Select a condition or a logical operator in the first field  b. This will condition the next step: • Search based on a specific date (e.g. with =...): a calendar will be displayed for the selection of a date.

Filter Parameter Type	Displayed Criteria Fields
	 • Search based on an interval (e.g. with **[...]** (between)...): two calendars are displayed for the selection of two dates. • Search based on a specific date calculated from the current date (e.g. with **tomorrow**, **last month**,...): no other field appears.
Time Such as Last Rendered Date Time	Several Date Search filters exist. They are described below. a. Select a condition or a logical operator in the first field  b. This will condition the next step: • Search based on a specific date and time (e.g. with =...): two additional fields will be displayed, a calendar for the selection of a date and drop-down list for the selection of time. • Search based on a specific date and time calculated from the current date and time (e.g. with **next hour**, **last month**,...): no other field appears.

Filter Parameter Type	Displayed Criteria Fields
Number Such as DB Id	 Select a logical operator in the first field and then enter a number in the second field. **Note** <> means 'differs from'
Option List Such as Video Standard	Select a condition in the first field Click the ... button to display the list of options available for the selected filter parameter. Example for the Video Standard: Select an option from the list.
Boolean Such as Published	Select Yes or No from the single criteria field
Free Text Such as Label	 Select a condition in the first field and then enter text in the second field.

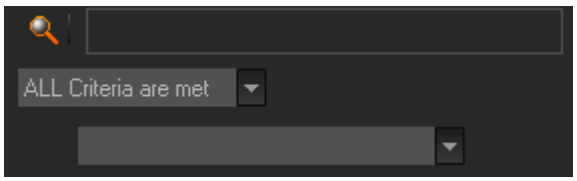
How to Perform a Search through Filter Fields

To enter search values in the Filter fields, proceed as follows:

1. Choose the columns you wish to perform a search on.

2. Click the **Show/Hide Filter** button

   The following Filter area is displayed:



3. Select a criteria combination from the list:

4. Select a filter parameter from the filter parameter list.

   An entire line, corresponding to the selected filter parameter, is displayed:

5. Enter filter criteria as explained in section 'Search Fields Types' on page 21.

   For free text fields, press ENTER to apply the filter.

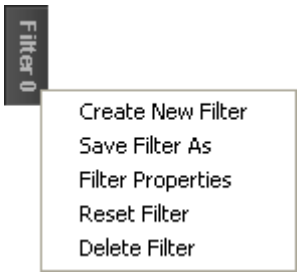
   Otherwise, the results list is automatically restricted.

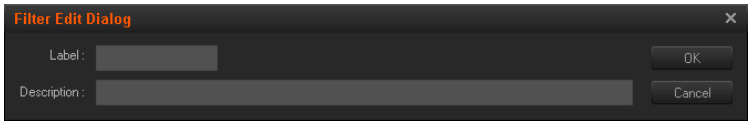
6. If required, click the button to add a filter parameter.

USING SAVED FILTERS

Once you have defined a filter criterion, you may want to save it for later use. You will then be able to apply the same filter with a single click.

Right-clicking in the Filter 0 tab displays a contextual menu with the following options:



Menu Option	Description
Create New Filter	Allows to create a new filter tab. 
Save Filter As	Allows to create a new filter tab in which the current search filter will be saved.
Filter Properties	Allows to change the name and/or description of the selected filter tab.
Reset Filter	Removes all search criteria on the selected filter tab.
Delete Filter	Removes the filter tab.

How to Save Filters

To save filters, proceed as follows:

1. Define the filter or filters combination you wish to save, as explained above.
2. Right-click the Filter 0 tab.
3. Select Save Filter As from the contextual menu.

   The Filter Edit Dialog box opens.
4. Enter a label for the tab you are going to create and, if required, enter a description.
5. Click OK to confirm.

   The new filter tab is displayed on the left of the list.

How to Apply a Saved Filter

To apply a saved filter, simply click the corresponding tab.

3.2 THE VIRTUAL MEDIA PROPERTIES TAB

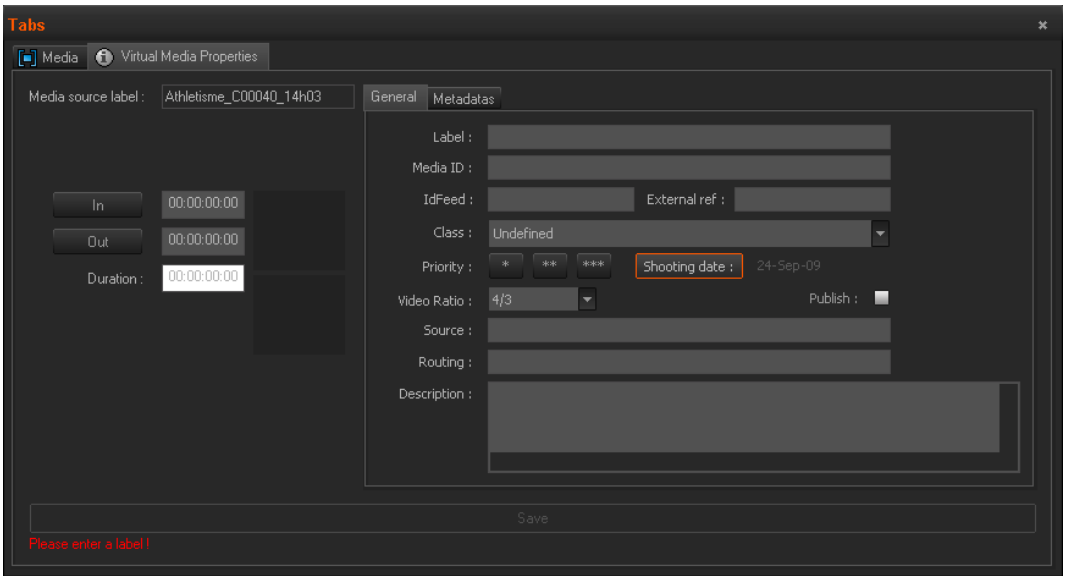
The Virtual Media Properties tab can be used to create virtual media from an existing media. The virtual media is only made of markers placed on the original media file. There is no new media file created.

3.2.1 OVERVIEW OF THE VIRTUAL MEDIA PROPERTIES TAB

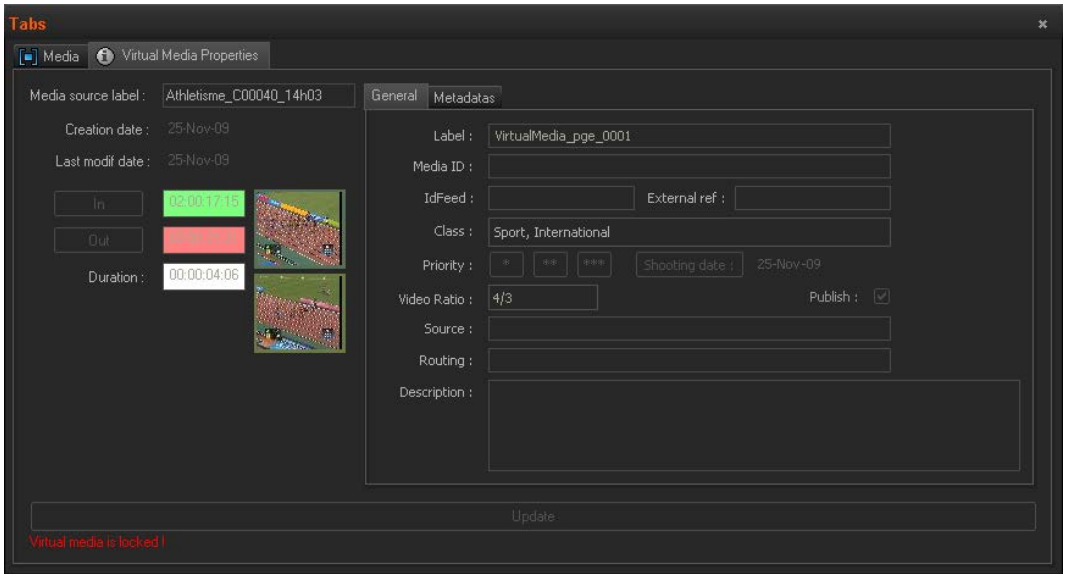
The Virtual Media Properties tab can only be selected when a media is loaded on the Player pane.

The tab display differs according to the type of media loaded.

If the media is a complete or currently ingesting file ('Media'), the tab will display the properties of the loaded media and provides buttons to create virtual media from this media file:



If the loaded media is a virtual media file the tab will display its properties ready for update:



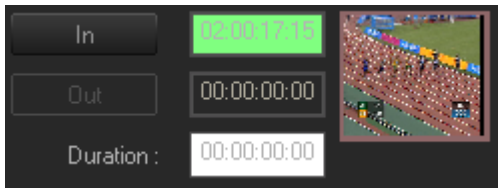
3.2.2 CREATING A VIRTUAL MEDIA

To create a virtual media, proceed as follows:

1. Load the required media from the Media tab to the Player pane.

2. Browse in the media until you select the Mark IN point and press the In button or the I key.

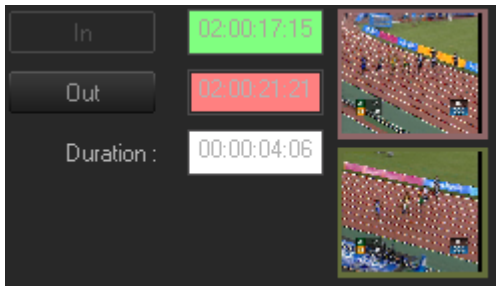
   The Mark In Timecode field is filled and appears in green. The thumbnail IN is displayed.



   A default label is automatically assigned into the Label field. This can be accepted or changed at this stage or later if necessary.

3. Browse in the media until you select the Mark OUT point and press the Out button or the O key.

   The Mark Out Timecode and the Duration fields are filled and the Mark Out Timecode field appears in red. The thumbnail OUT is displayed:



4. The other fields from the General tab display the properties from the original media. You can accept or modify these values and you can enter a description.

5. Select the Published option if you want the other users to be able to see the virtual media.

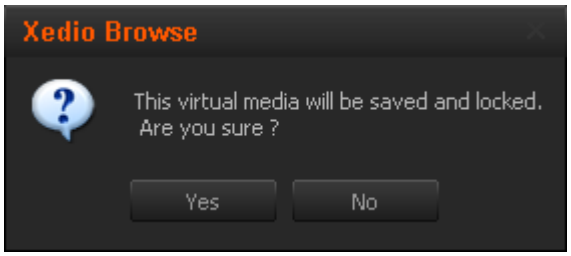
6. In the Metadata tab, you can click in the cell next to 'Metadata Profile' and select a metadata profile; then, you can enter specific metadata values in the fields.

7. Press the Save button to save the virtual media.

The Virtual Media is immediately displayed in the Virtual Media pane.

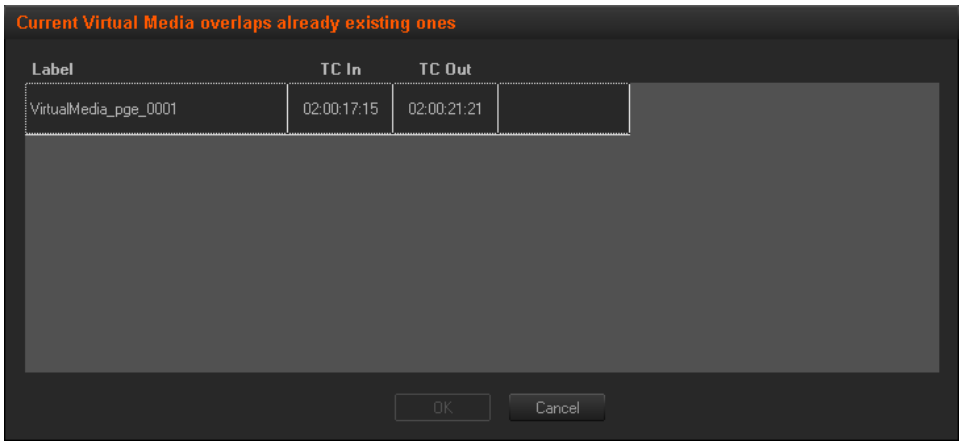
Note 1

If the virtual media has been recorded as published, it will be locked and not available for later update. You will get the following warning message:



Note 2

There is an administrator setting which prevents creation of virtual media that overlap each other. If this setting is active a dialogue box will open to alert the user that the virtual media overlap:



3.2.3 AUTO CLIPPING MODES

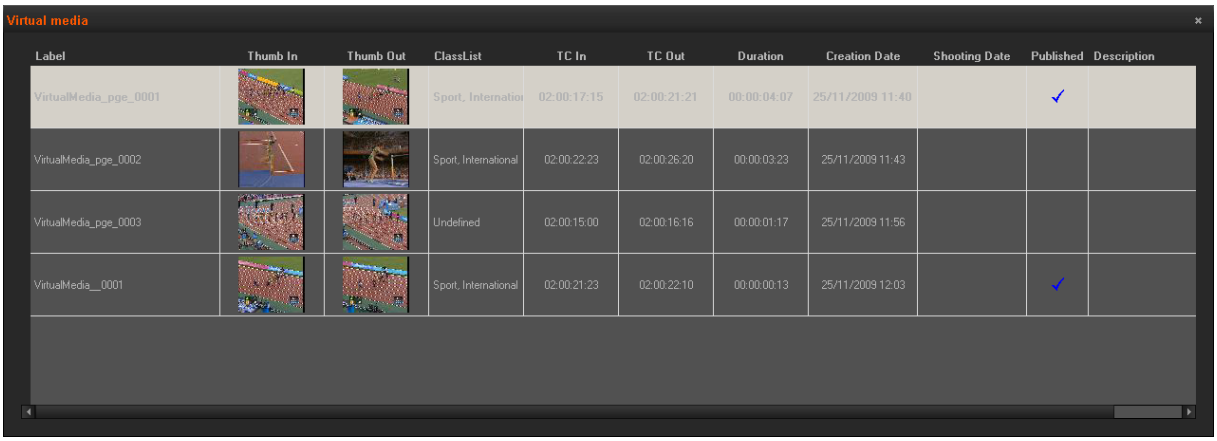
To go faster when creating the Virtual Media, it is possible to avoid the action of pressing the Save button.

From the XedioBrowse menu of the main toolbar, select Auto Clipping Modes and then Auto Save.

Then, a virtual media will be created as soon as you have defined both the Mark IN and the Mark OUT points.

4. Virtual Media Pane

4.1 INTRODUCTION



As soon as a virtual media has been created it appears in the list of the Virtual Media pane.

To display the list of virtual media associated to a media, select the media in the Media tab of the Tabs pane.

Virtual media items are displayed in columns. Some of the details can be edited from here, others are only for information.

Double-click the label of an unpublished virtual media to enable text entry or update in the cell.

A virtual media can be loaded on the Player pane as explained in section 2.3.5 'Loading Media on the Player Window' on page 12.

4.2 VIRTUAL MEDIA LIST DISPLAY

The columns displayed can be re-ordered and re-sized using standard computer commands.

4.2.1 DISPLAYED COLUMNS

It is possible to re-arrange the columns order, and to add or remove some columns.

Right-clicking on any of the column headings displays a contextual menu. The **Choose Displayed Columns** option opens the Select Visible Columns window allowing you to choose the columns you want to be displayed in the element list. Please see the section 4.2.3 'Glossary of Column Headings' on page 30 for detailed information on the column headings available.

The column width and order can be adjusted using standard computer commands and drag and drop techniques.

4.2.2 SHOW THUMBNAILS

The Show Thumbnails option is available from the column headings contextual menu This option adds thumbnails in the Thumbnail IN and Thumbnail OUT columns of the Virtual Media pane, provided that those columns have been made visible.

4.2.3 GLOSSARY OF COLUMN HEADINGS

Column Heading	Description
Label	A media or a virtual media can have a name added to the label field in the tab area.
ClassList	This is the overall group to which a created clip belongs; the structure of the classes is set by the administrator when designing a system installation.
Thumb In / Thumb Out	A reference frame can be shown to visually identify the correct material.
Duration	The item duration.
TC In	The IN timecode of the item.
TC Out	The OUT timecode of the item.
Shooting Date	A user defined date entry for the date the media was originally shot.
Published	Indicates if the media has been made available to other users within Xedio Suite.
Treated	A media that has already been worked on (browsed) for virtual media creation.
Creation Date	The date and time that the item was created; this refers to when it was entered into the database.
Description	A field for a free text entry to describe the media.
UserName	The user who ingested the media to the system.
Group	The place (defined with groups) from where the media was ingested.
System	Shows the video standard of the clip.
FeedID	The original identifier of the feed (given by the press agencies for example).
External Ref	Additional reference for the media that would already be used (bar code of a digitized tape for example).

Column Heading	Description
Priority	A rating for the item.
Ratio	Shows the video ratio of the clip, for instance 16/9 or 4/3.

4.3 VIRTUAL MEDIA LIST CONTEXTUAL MENU

A contextual menu is available when you right-click on a media item in the list, provided that it is not in Published state:

Menu Item	Description
Published State	Displays a sub-menu which allows to change the publish state of the virtual media to Published. A published media will be displayed in the database lists of all the software and will thus be available for use.
Delete Virtual Media	Allows the deletion of the selected Virtual Media.
Play	Opens a new Player window to allow the media to be played. Refer to section 'Play Media in the Additional Player' on page 13 for more information.

5. Menu Bar

Several commands are available from the Menu Bar at the top of the Xedio Browse window.

A logbook can be displayed by selecting the View > Logbook bar option.

This gives information about operations performed when using the Xedio Browse application.

The versions of the installed applications are available from the Help > About option.

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